

a commutator having a plurality of commutator segments for making sliding contact with a brush assembly, the commutator being fitted to the shaft adjacent a first end of the armature core;

a star connector; and

a plurality of coils forming an armature winding, each coil being wound around an armature pole and being terminated on a segment of the commutator and on the star connector,

the star connector comprising a base of insulating material fitted to the shaft adjacent a second end of the armature core and a terminal ring of conductive material radially spring-fitted to the base and having a number of terminals connected to the coils, thereby forming a star connected armature winding.

6. (Twice Amended) A star connector for a wound rotor of a miniature electric motor comprising a base of insulating resin material and a terminal ring of conductive material radially spring-fitted to the base and having a number of terminals for connection of one end of each coil of the wound rotor.

11. (Amended) A star connector for electrically connecting together lead wires from coils of a wound rotor of a miniature d.c. electric motor, the connector comprising:

a base for direct mounting onto a shaft of the rotor; and

a conductive ring having terminals for termination of the lead wires;

wherein the base has a central boss portion with a central opening for receiving the shaft, a wall extending radially from the boss, a skirt extending axially from the radially outer edge of the wall, a number of openings extending axially through the skirt and a number of buttresses formed on the wall and the base remote from the skirt but adjacent the openings, and

wherein the conductive ring has a flat ring portion located against the wall of the base and supported by the skirt and having a number of terminals extending radially from the ring portion, each terminal having an axially U-shaped portion, the terminals extending through the opening in the skirt with the U-shaped portions located radially adjacent the buttresses.